

What is claimed is:

1 1. A method for rendering an image on a display and producing magnification in the  
2 rendered image comprising:

3 selecting a set of polygon data to which to apply the magnification special effect;  
4 retaining eye point  $\delta$  angle data within the vertex data passed to the a graphics  
5 rendering pipeline;  
6 perturbing each eye point  $\delta$  angle value at each polygon fragment; and  
7 incorporating perturbed texel angles, where each texel has a U and a V  
8 coordinate.

1 2. The method according to claim 1 wherein perturbing each eye point  $\delta$  angle value  
2 comprises multiplying eye point  $\delta$  angle by a value N, and providing a corresponding  
3 offset to each texel coordinate.

1 3. The method according to claim 1 wherein the texel coordinates are offset by an  
2 eye point angle.

1 4. The method according to claim 3 wherein the texel coordinates are offset by the  
2 eye point angle and by a value N.

1 5. A method according to claim 3 wherein accessing eye point  $\delta$  angle data for each  
2 texel to be produced comprises accessing data for selected vertices describing a polygon  
3 and further comprising interpolating eye point  $\delta$  angle data for each texel to be produced  
4 between texels including said vertices.

1 6. The method according to claim 5 further comprising resolving an eye point  $\delta$   
2 angle into eye point  $\delta$  angle x in an X-Z plane and eye point  $\delta$  angle y in a Y-Z plane.



